

# **A REDESIGN OF THE NAVY ENLISTED PERSONNEL DISTRIBUTION PROCESS**

**NAVAL POSTGRADUATE SCHOOL  
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# Distribution

Putting the 'Faces' into the 'Spaces'

# Shortcomings of Current Process

- Manual process
- Not fully meeting commands' requirements or sailors' needs
- Labor and process inefficiencies
- Inherent human error and variability
- Perception that the process is subjective and unfair

# Research Goals

- Propose an Innovative Redesign that
  - improves **quality** of sailor to billet matches
  - improves **efficiency** of distribution process
  - **integrates** process design and DSS technology
- Integrate previous studies into a practical and streamlined process and DSS

# Enabling Technologies

- **Algorithms**
  - 2-sided matching
  - Optimization
- **Information Technology**
  - Intelligent Software Agents
  - Expert Knowledge based systems
  - Navy Marine Corps Intranet
  - Existing legacy systems (JASS, EDPROJ, EPRES)
- **Technology - Tried and Tested**

# Critical Success Factors

- Smooth, timely, complete and accurate information flows.
- Sailors expectations and needs are managed and met.
- High quality of matches
- Trust in the objectivity and reliability of the system
- Stability of matches
- High proportion of automatically matched sailors and billets
- Flexibility to deal with exceptions and dynamic changes
- Maintain the human touch

# Constraints

- Structural
  - Priority Billets
  - Tied Movers
  - Exceptional Family Member Program
  - Relatively fixed PRDs
  - All Sailors Must be Matched to a Billet

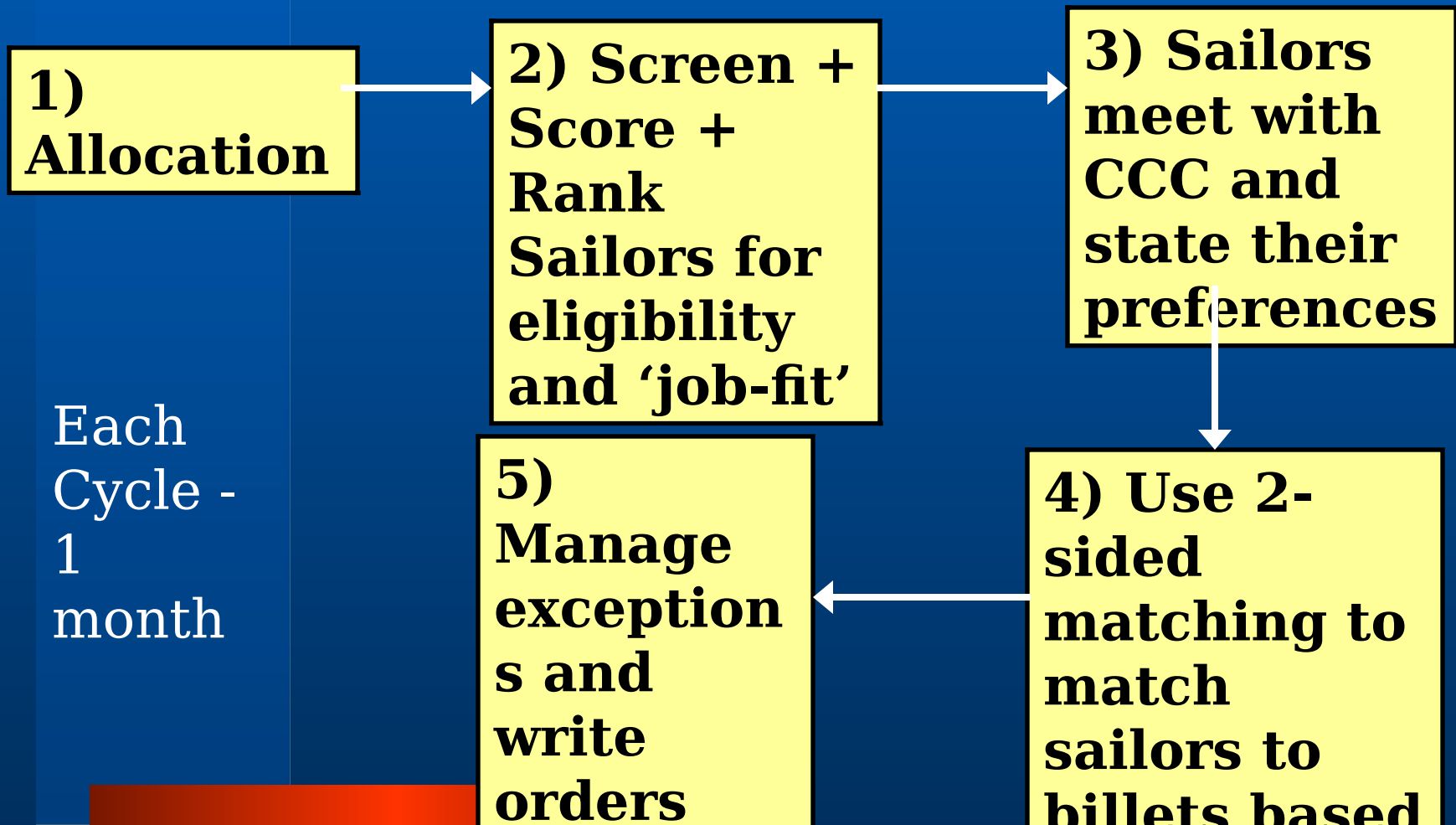
# Constraints

- Human
  - Need for Human Interaction
  - Perceptions of Equity
- Power
  - Veto and Auditing powers
- Culture
  - Culture of 'Duty before Self'

# Redesign Methodology

- Baseline approach
- Targets key processes and support systems whilst keeping many current structures in place
- Benefit: Faster, easier and less costly to implement

# Redesigned 5 Step Distribution Process Cycle



# New DSS - NERISSA

- NERISSA - Navy Enlisted Resource Integrated System for Smart Assignments
- Integrated DSS that supports entire Distribution process
- Features:
  - Shared databases
  - Rides on NMCI
  - Multiple modules
  - Seamless processing

# BENEFITS

- **Meets Critical Success Factors**

- Smooth, timely, complete and accurate information flows.
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- High quality of matches
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# Shortcomings

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- Not All Matches are Stable
- Gapped P2 &3 and Non-priority Billets
- Manual Matching
- Gaming

# CONCLUSIONS

- **Process is Robust**
- **Project serves as platform for more detailed studies :**
  - empirical research into the variables and verifying the potential performance of the process,
  - examining Navy personnel policies
  - further research required to produce prototypes of NERISSA

# QUESTIONS

# 1) Allocation

- Largely unchanged from current process
- Project distributable inventory and billet vacancies 9 mths out
- Produce Navy Manning Plan (NMP)
- DSS used : Enlisted Distribution projection System (EDPROJ)

# Placement

- **Placement Officers Represent Commands needs**
- **Input Billets 'Must Have' and weighted 'Should Have' sailor attributes into DSS for scoring**
- **DSS :Placement Sub-System (PlaceS)**

# Scoring Table

Attribute/Score	Rq' mt	Weight	Meet needs	+1 increment	+2 increment	-1 increment	-2 increment	Remarks
<b>Commands' Requirements</b>								
Pay Grade	E5	5	10	8	Screen out	8	Screen out	Screen out sailors who +/- required paygrade by 2 steps
Previous experience	2 yrs	2	10	12	13	8	5	
Promotability	Promote	3	10	12	13	8	5	
PRD	06/02	4	10	11	11	8	5	
etc...								
<b>Navy Policy Requirements</b>								
Minimum PCS	Pacific	4	10	NA	NA	8	5	Increment=# of changes in time zones
Sea - Shore Cycle	Sea	5	10	0	0	0	0	Score =0 if sailor's next rotation is a shore duty
etc.								
<b>Bonus Scores</b>								
EFMP		5	10	0	0	0	0	Score = 0 if sailor does not have the attribute
Incentive Bonus Score		5	10	0	0	0	0	

# 2) Screen + Score + Rank Sailors

PROCES



Screen  
Sailors  
on  
'Must  
Have  
Attribut  
es'



NERISSA  
MODULE

SaBiS  
S

= Sailor and Billet Scoring  
System

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# 'Must Have' Attributes

- Correct Rating and NEC (e.g. a Corpsman cannot be considered for a Nuclear Technician's job).
- Projected Rotation Date must fall within the window where the command requires them.
- Correct Gender
- More...See Cdr Hatch and Valerie and Virginia's thesis

# 2) Screen + Score + Rank Sailors (con't)

PROCES



Screen  
Sailors  
on  
'Must  
Have'  
Attribut  
es



Score  
Eligible  
Sailors on  
'Should  
Have'  
Attributes



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= Sailor and Billet Scoring  
System

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# 'Should Have' Attributes

- Rank or pay grade.
- Location that is not too far from the billet location to minimize PCS cost.
- Previous experience required on the same type of ship or department.
- Correct sea to shore rotation cycle.
- PRD. Sailor can PRD to new billet at the 'right time' where billet gapped time is minimized.
- Exceptional Family Member Program EFMP.
- Incentive attribute for bonus score for volunteering for priority billets

# 2) Screen + Score + Rank

## Sailors (con't)

PROCES



Screen  
Sailors  
on  
'Must  
Have'  
Attribut  
es

Score  
Eligible  
Sailors on  
'Should  
Have'  
Attributes

Rank  
Sailors  
based on  
Total  
Sailors'  
Scores

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= Sailor and Billet Scoring  
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# Sailors Total Score

Total Sailor Score,

$$S_T = \left( \frac{\sum (S_{i^c} * W_{i^c})}{\sum (10 * W_{i^c})} \right) * 50 + \left( \frac{\sum (S_{j^p} * W_{j^p})}{\sum (10 * W_{j^p})} \right) * 50 + S_{i^B}$$

- $S_{i^c}$  is the sailor's score for command needs attribute i
- $W_{i^c}$  is the weight given to command needs attribute i
- $S_{j^p}$  is the sailor's score for policy needs attribute j
- $W_{j^p}$  is the weight given to policy needs attribute j
- $S_{i^B}$  is the sailor's bonus scores

# Screening & Scoring Tied Movers and EFMPs

- **Tied movers - Navy Enlisted Couples who have to be assigned to the same location**
- **EFMP - Exceptional Family Member Program**
- **Screen out locations that either party is ineligible for / do not support EFMP**

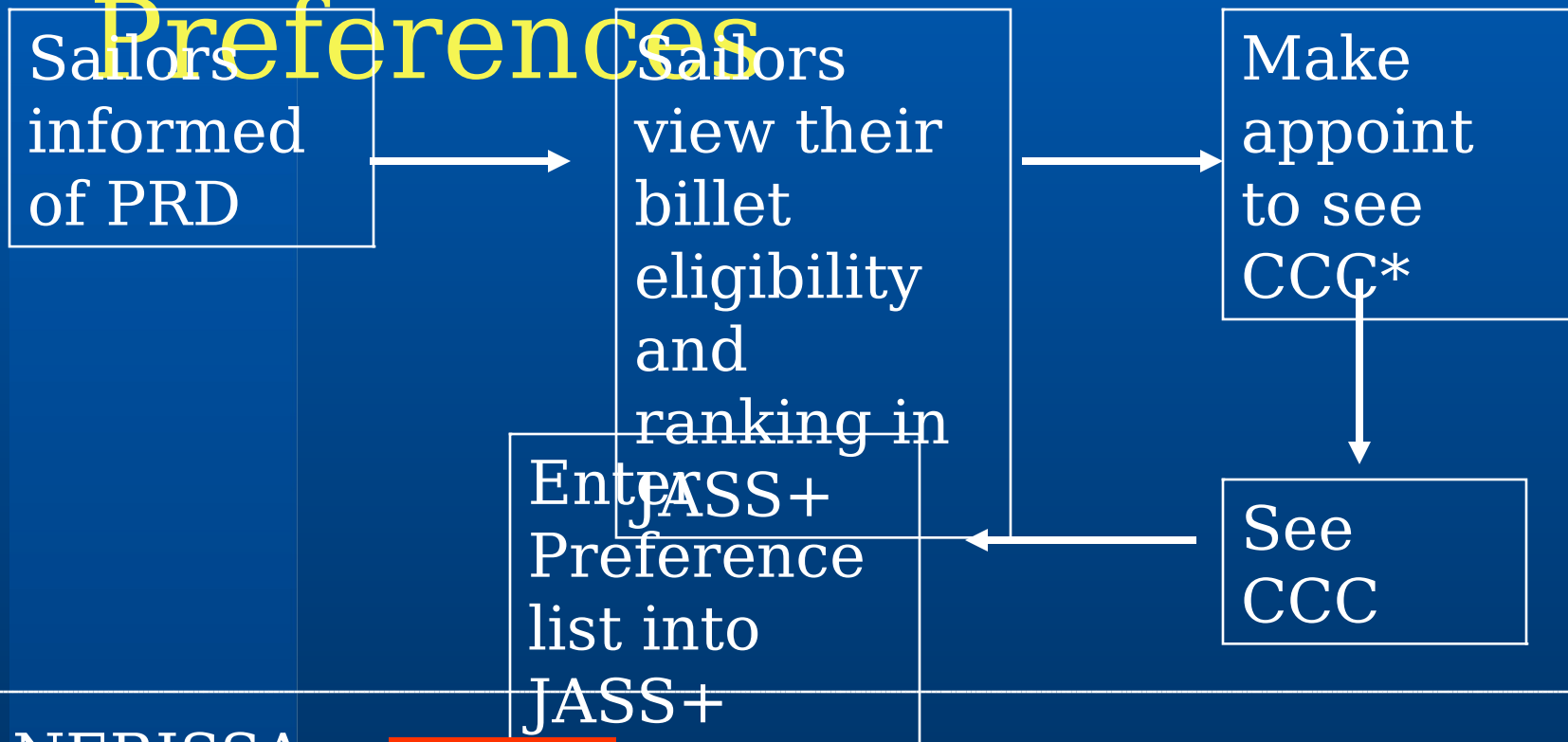
# What if Sailor Needs Training?

- **What if Sailor Needs qualification Training before assuming next assignment?**
- **SaBiSS will identify sailors for qualification training.**

# Transfer Rankings to other Modules

- **Billets' ranking of sailor will be transferred to JASS+, and SaBMaM**

# 3) Career Counseling and Sailors List Their Preferences



NERISSA  
MODULE

JASS

= Job Advertising and Selection  
System

\*CCC

+ Command Career Counselor Go to Main

# Role of CCCs

- **CCCs provide the 'human touch', reinforces the Navy's paternalistic image, and act as sailors single point of contact**
- **Provide accurate, up to date information to counsel sailors**
- **Deal with sailors needs and requests**
- **Use Career Knowledge Based System (CKBS) to produce individualized career advisories**

# Career Management Advisory

- **Recommends course of action for sailors and detailing relevant info**
- **Produced by 'smart' technology in CKBS**
- **Takes into account:**
  - Sailor attributes and preferences
  - career path needs,
  - training possibilities,
  - billet requirements,
  - sailor preferences and
  - manning policies.

# CKBS Features

- **Expert Knowledge based system**
- **Scoring + ranking Billets based on Sailors' preferences**
- **Produce career mgmt advisories**
- **Online personnel policy library**
- **Search features**

# JASS+

- **Souped up version of current JASS**
- **Sailors' main tool**
- **Features**
  - **Sailor View only screen**
  - **Job description**
  - **Appointment Scheduling with CCC**
  - **Billet application**
  - **Progress Tracking**

JASS - Job Advertising and Selection

System

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# Sailor Preference List

- **Must include P1 billets**
- **Increase chances of P1 billets being filled**
- **Incentives given to encourage sailors to choose more P1 billets**
  - **Monetary \$\$**
  - **Priority treatment for next assignment**

# Step 4 : Two-Sided Matching of Sailors to Billets

- The Sailor-Billet Matching Module (SaBMaM) uses data from:
  - Sailor preferences from JASS+
  - Command preferences from SaBiSS
- Match using Two-sided Matching Algorithm
- Command Bias

# Matching Process

## First iteration -

Use two-sided matching algorithm to match



Remove matched tied movers who are assigned to billets in the same location from list



Force match the rest of the tied-movers to billets in the same location, based on the highest average score for

the pair of  
billet.

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SaBMaM

= Sailor and Billet  
Module

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Con't from previous  
pg

```
graph LR; A[Con't from previous pg] --> B[Second iteration]; B -- "Unmatched P2&3 billets" --> C[Recycle to next distribution cycle till matched]; B -- "Unmatched P1 billets and sailors" --> D[Recycle for 3 distribution cycles - then manage as exceptions];
```

## Second iteration

use two-sided matching algorithm to match remaining sailors and billets.

Unmatched  
P2&3  
billets

Recycle to  
next  
distribution  
cycle till  
matched

Unmatched  
P1 billets and  
sailors

Recycle  
for 3  
distribution  
cycles -  
then  
manage as  
exceptions

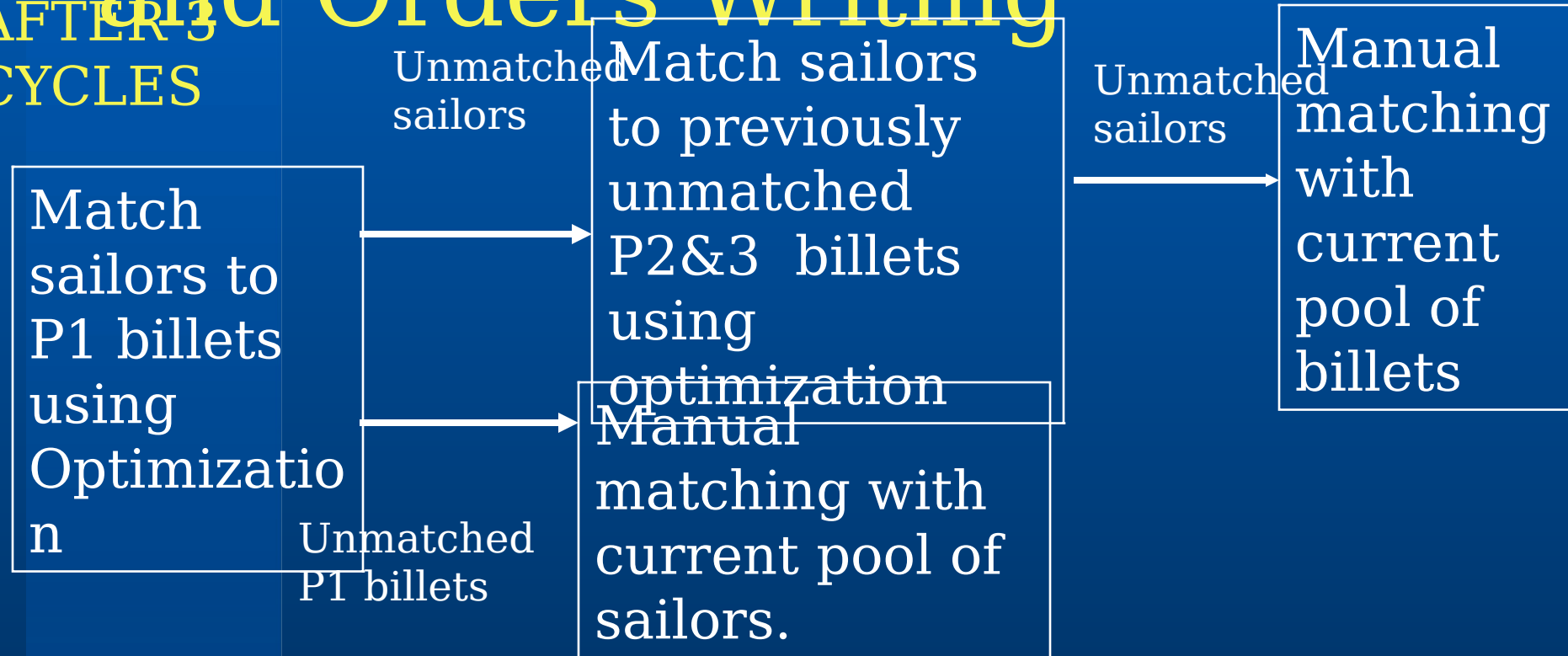
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# Matching Cycles

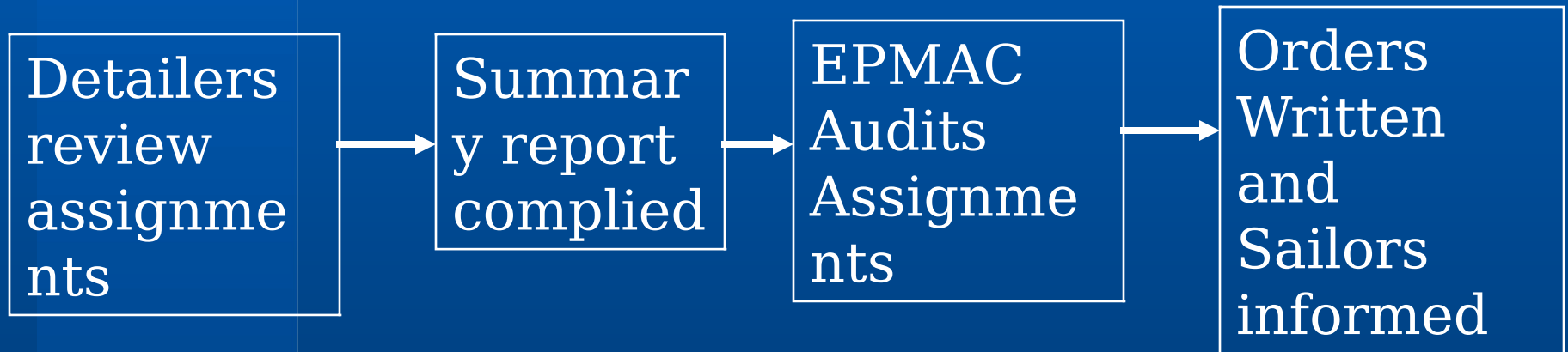
- **Matching cycles increased to 1 mth (from 2 wks). Increases % and quality of matches as pool increases**
- **Three month-long cycles to be automatically matched**

# 5) Exception Management, Auditing, and Orders Writing

AFTER 3  
CYCLES



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NERISSA  
MODULE

ACOM

= Assignment Control  
Module

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# Handling Other Exceptions

- Sailors who do not state their preferences
- 'Sailor Priority' Programs
  - GUARDS III
  - TWILIGHT
  - SWAPS
- Identifying Deploying Units' Requisitions 18 months Out